

[working with the 2021 template]

by shuttah



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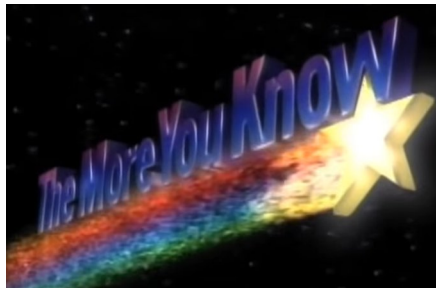
A Pre-emptive Apology

Seemingly every year, there is something in the template that is an infamous pain in the ass to deal with. In 2015, it was the slime. In 2019, it was the ludicrous amount of post processing effects on the entire show. **In 2021, its the mouse pointer.**

Because we are trying to stay with a Windows 98 based window system, interactions and movements of said windows only work in the context of the mouse pointer doing everything. That means that any custom edits to the template for memes or other bullshit will also require modifying the keyframes of the mouse pointer for the windows around what you are trying to accomplish.

To make this as painless as possible, I have formatted the template so that mouse pointers are exclusive to the windows themselves, and not on top of the entire desktop. Therefore, you should only need to modify the pointer for the window that's actively being shown as the primary focus.

There is no way to not make the mouse pointer a pain in the ass. Sorry for the inconvenience this will probably cause.



General Layout of the Template

The template is separated by each window you see, such as the browser, Winamp and the downloads window. Each of these windows has a separate composition that contains all its effects and interactions such as;

- Mouse pointer and changes to the window as a result of the mouse pointer
- Sound Effects
- Expression Controls

This separation on the 'window level' is essential to making sure our brains don't explode trying to make changes. Please keep this format as close to this as possible, for your own good.

Technical Requirements

The template requires the following hardware and software;

- [Firefox](#)
 - Useful for getting screenshots for the internal website used in the template. **Seriously, install it.**
- [Adobe After Effects 2022 and Media Encoder 2022](#)
 - It *probably* wont work with versions below. **DM me if you cant get access to these**
- [FFMPEG](#)
 - Command line tool for converting media into different formats. *EXTREMELY USEFUL OUTSIDE THE SHOW TOO.*
- [youtube-dl](#)
 - Command line tool to easily download online video in its original quality.
- Regarding Hardware...
 - 16GB of RAM
 - At least a hyper threaded quad core (4c/8t)
 - 5GB hard drive space per award
- The Fonts in the Template folder

What's New this Year?

This years template uses new features and tech that we haven't really used in the show before. To compare against last years template;

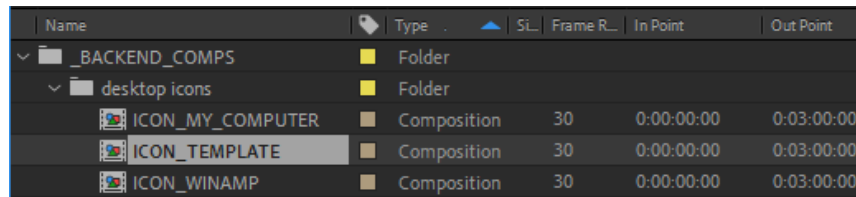
- Due to the simplicity of the theme and general efficiency focused mindset in making the template, it only takes **1/5th** of the time to render compared to last year.
- This years template takes use of Expression Controls, adobe's programming interface within After Effects heavily. The entire results screen is programmatically generated on the fly, significantly simplifying everyone editing process.
- The editors have multiple 'canvases' to meme it up with. Last year, the editors had just the cork boards to create dumb jokes with, this year the template has an entire webpage and windows desktop that you can fuck with. Each of these will have a section below in this document, please take a read.
- We created a font especially for the show; Bloody Adobe, named after some AE bullshit.

Template Notes

The Desktop

The desktop is the first thing the viewer sees when the award begins. This section is designed to be as free as possible to edit and personalise.

Supplied in the template are sample icons and a template to create your own. I would highly recommend duplicating the template, and creating your own icons from there.



Name	Type	SI	Frame R	In Point	Out Point
▼ _BACKEND_COMPS	Folder				
▼ desktop icons	Folder				
ICON_MY_COMPUTER	Composition		30	0:00:00:00	0:03:00:00
ICON_TEMPLATE	Composition		30	0:00:00:00	0:03:00:00
ICON_WINAMP	Composition		30	0:00:00:00	0:03:00:00

Useful Resources

- [Windows 98 Icon Viewer](#)
 - Webpage with all of Windows 98's built in icons

The Webpage

The webpage is a big part of this years template. Its where the theme of Web 1.0 really shines through, and as a result requires the most attention of the entire template.

Ideal Format

The composition is setup to have separate **static** and **animated** assets. The static assets should be baked into the base page template, and the animated assets must be done in After Effects.

See the tips and tricks section at the end to learn how to easily infinitely loop a GIF on a single AE layer.

Included in the template download is an image template for this webpage.

The entire page has a resolution of **911 x 3491**.

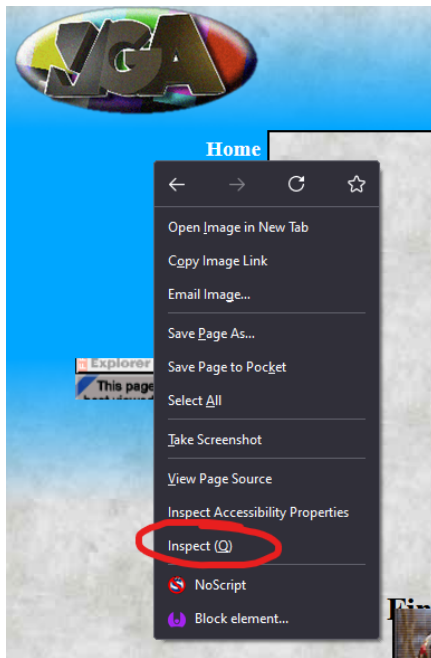
Provided Sample Website aka Why You Downloaded Firefox For This

Also included in the template download is a sample webpage that was used in the template. This is formatted so you can easily add images to each section (for each nominee) and use Firefox's inbuilt tools to get a perfect entire page screenshot at the correct resolution.

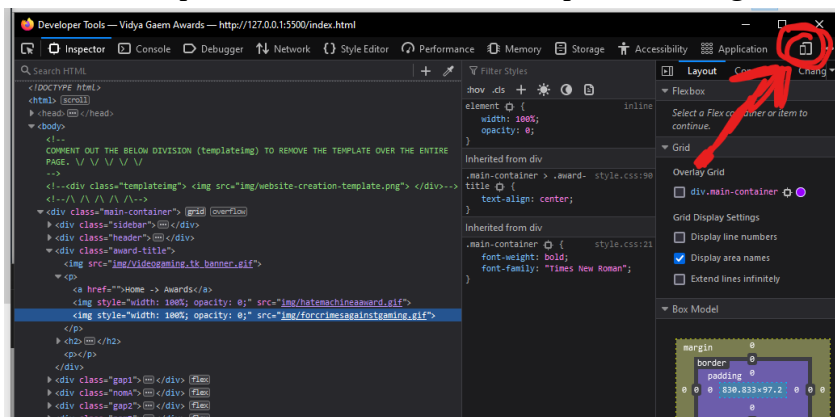
Each section for each nominee safely fits an image of size **880 x 400**

How to Setup Firefox

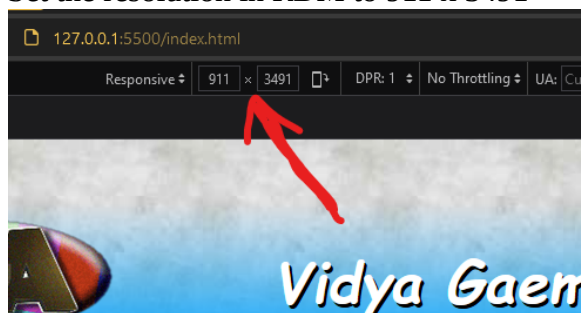
1. Right click on the page and select Inspect



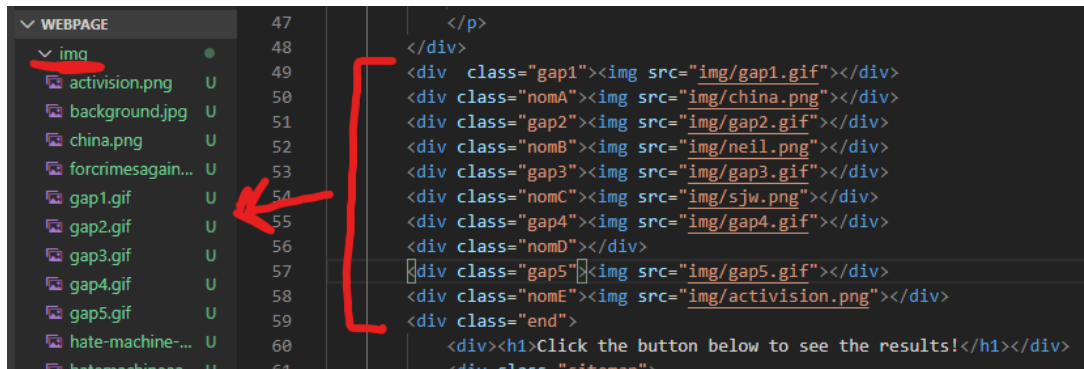
2. In the developer tools window, turn on Responsive Design Mode



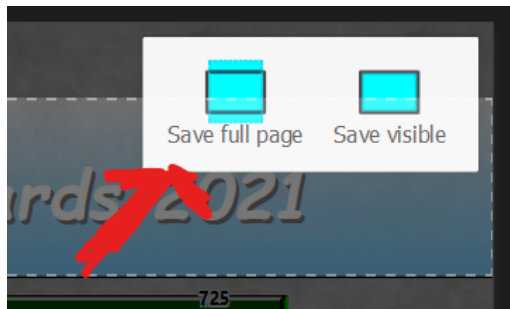
3. Set the resolution in RDM to 911 x 3491



4. Make the changes required for your award. If you have any static assets, you can add image tags to the HTML in the nominee and banner ad (gap) sections. Keep in mind the safe image resolution listed just above these steps.



5. Finally, when all static assets are added, right click on the page and select Take Screenshot. Select Save Full Page. A perfect resolution PNG will appear in your Downloads Folder. Drag and drop this into the *WEBSITE* composition in the template, and add any animated assets above it.



Useful Resources

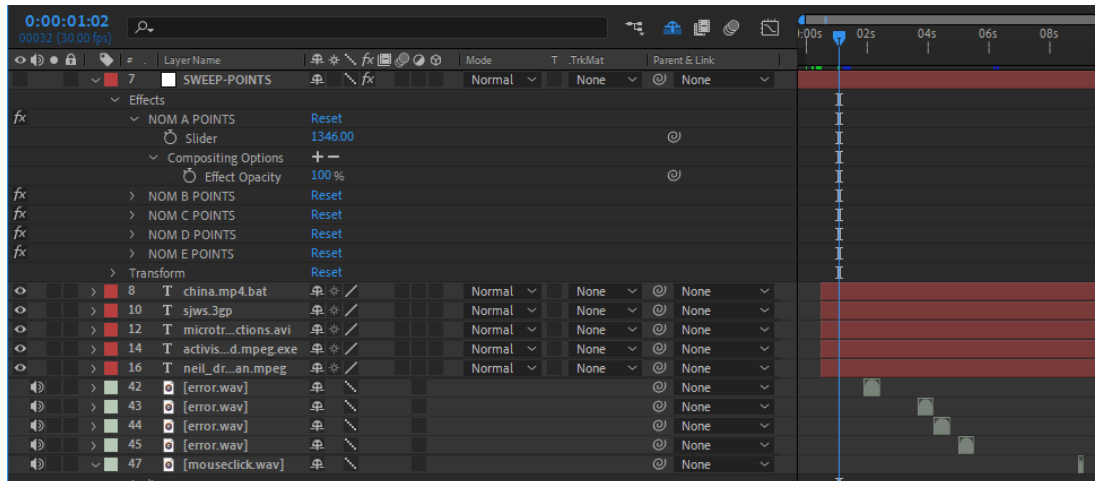
- [GifCities](#)
 - GIF Search engine by the Internet Archive, with only gifs found on GeoCities being returned. Its a fantastic way to get pretty much anything, especially banner ads.

The Results

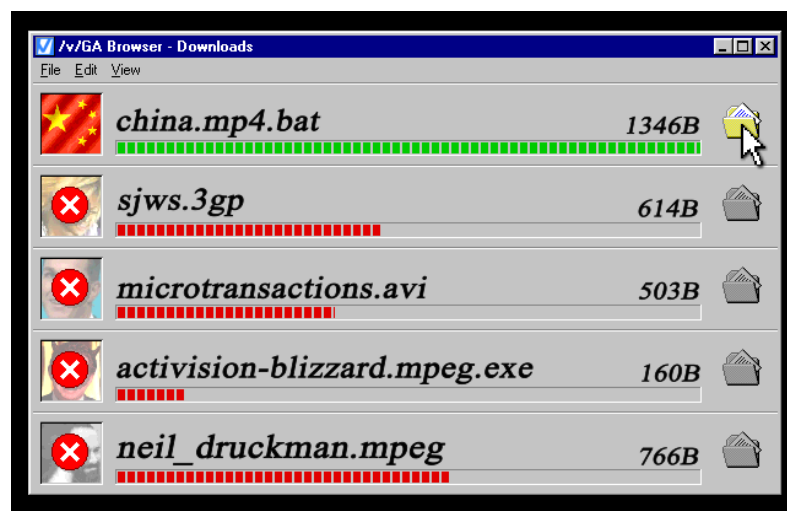
The results screen this year is sponsored by the **Todd Howard Trust**; *It just werks.*

Do not unhide anything on this screen. Do not modify anything that was originally hidden.

But seriously, the entire results screen is completely automated via Expression Controls, and all you need to do as an editor is move the sound effects **1 frame before each nominee visually fails**, and add the sweep points to a slider control.

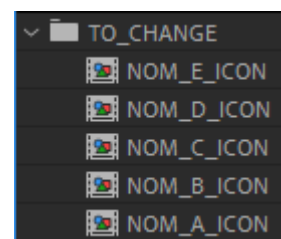


The results screen automatically scales the entire graph based on the largest sweep point count, and automatically creates mouse pointer keyframes depending on which position the winner is it. It really *just werks*.



Each nominee has an icon that you will need to create. Each of these icons have a 1 second composition that is infinitely looping. **These icons must be animated in some form. It can be as simple as a static image zooming or translating a bit for emphasis. As long as it isn't completely static, its fine.**

I will be actively chasing you down and bugging you if any of these are static.



Nominee Footage

Each footage composition for the nominees is 8 seconds long. The entire composition is seen in the show, so unlike last year, we don't have to manually time the gaps at the start and end to make sure your memes show up correctly.

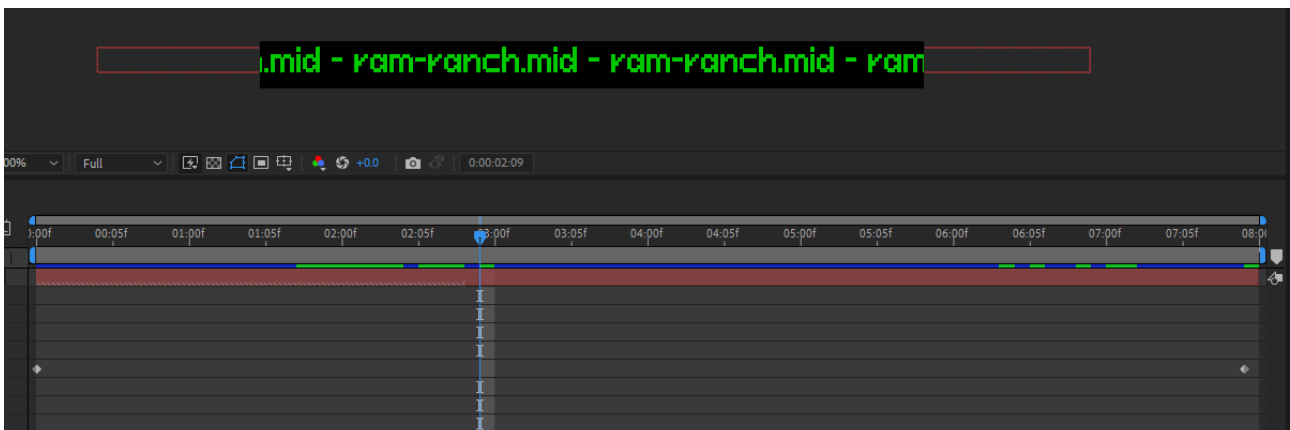
The footage is processed within the generic nominees composition to add the pixelating mosaic and colour posturing effect you see in the final render. That is all done for you, all you gotta do is replace the text and add the footage for the nominee, easy.

Audio is **HIGHLY ENCOURAGED** on the footage each nominee. You might need to normalise the audio depending on how loud the original footage is.

Winamp

The Winamp composition has 2 modifications required by the editors; the song name, and replacing the default music layer. The music layer is a really quick change, **by clicking on the layer and ALT-dragging audio from project panel over the layer**, you can perfectly replace the layer with all layer effects in tact (see tips and tricks).

The song name is in a different composition. Its a **pixel perfect** text crawl over 8 seconds. Just like in the template, the text is repeated over and over again, and moved a single instance over the total time (its hard to explain, just open up SONG_NAME and move the text over and make sure it loops perfectly)

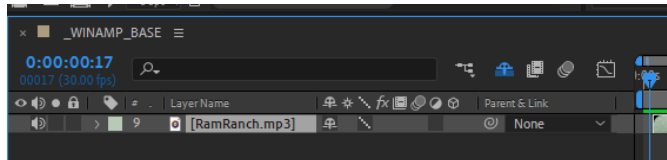


Tips and Tricks

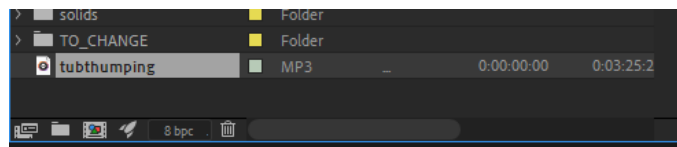
Replacing the content of a layer without creating a new one

This one is extremely useful in general, but especially in this years show. In this example we will replace the music in the winamp composition.

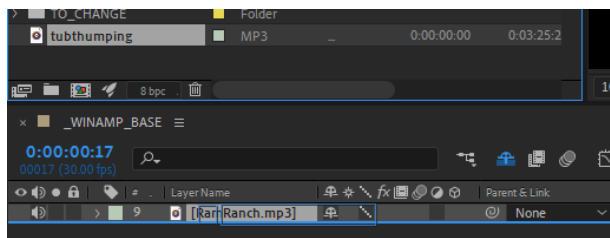
1. Select the layer in the timeline



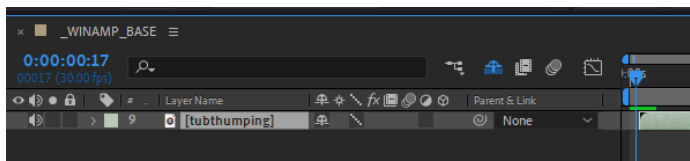
2. Select the replacement asset from the project panel



3. Hold **Left ALT** and **drag** the asset onto the selected layer.



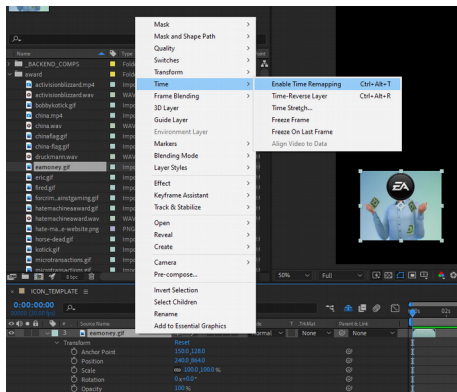
4. The new asset should now replace the old one, keeping all effects and properties (start/end times etc)



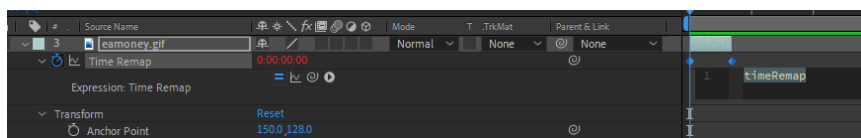
Infinitely loop a GIF on a single layer

This will be very useful for this years show, especially for the website.

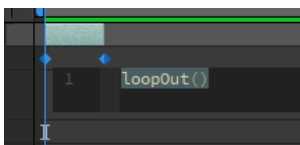
1. With the desired GIF in the timeline, right click and navigate to Time → Enable Time Remapping. Click it.



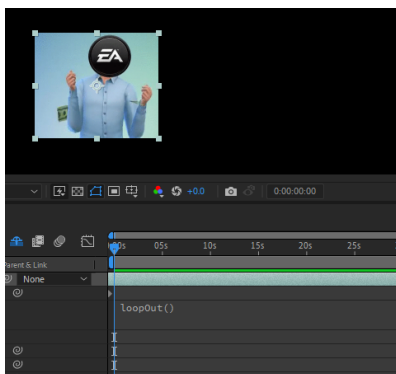
2. **Hold the Left Alt key** and click on the new stopwatch for Time Remap. This will open the expression control tools.



3. In the expression editor, replace everything with `loopOut()`. Click outside the typing window to apply this change.



4. You should now be able to expand its length on the timeline indefinitely. However, there is a bug in AE that causes a black frame or two when the gif loops for the first time. This can be solved by moving the first loop of the layer to before the 0 second mark. Move it back until the 2 keyframes are behind the 0 mark.



Other questions?

Refer to this jpeg.

